

THE KING OF DRAGONS

HORIZONTAL 3 PLAYER, 3 JOYSTICK, 2 BUTTON JAMMA COMPATIBLE CONVERSION KIT
OR
2 PLAYER, 2 BUTTON, JAMMA DIRECT PLUG IN KIT

POWER REQUIREMENTS		MONITOR REQUIREMENTS
+5 VDC	7 amp minimum	Horizontal Mount Raster Scan
+12 VDC	1 amp minimum	Negative Composite Sync
-5 VDC	1 amp minimum	Required for Jamma Compatibility

ROMSTAR[®]



INSTRUCTION MANUAL

WARRANTY, REPAIR AND RETURN POLICY

REPLACEMENT PARTS:

ROMSTAR maintains a stock of replacement parts for our products. When placing an order for parts, please supply a complete description of the item, quantity required, P.O. number and shipping information. We attempt to ship items the day they are received. Orders received after 12:00 noon will ship the following work day. We do have a minimum order requirement at this time, and we certainly appreciate your efforts to consolidate your orders whenever possible.

Payment Terms are NET 30.

RETURN MATERIAL AUTHORIZATIONS:

Material can be returned to ROMSTAR only in the following situations:

1. Parts, return for credit. A parts order was processed incorrectly, i.e., wrong items were shipped, wrong quantity was shipped, etc.
2. PCB, return for credit. A PCB is being returned for credit to satisfy an Advantage Exchange transaction.
3. Other, parts are being returned for engineering analysis, etc. only with prior consent of Customer Service or Sales Department.

To obtain a Return Material Authorization, please contact ROMSTAR Customer Service Department. Describe the transaction and request an RMA number. The outside of the package must be clearly marked with the RMA number. Packages not displaying an RMA number will be returned un-opened.

WARRANTY REPAIRS:

During the initial 60-day warranty, customers whose accounts are current are eligible for an Advance Exchange PCB. When calling for an Advance Exchange PCB, please supply a complete description of the item needed, number for warranty verification, P.O. Number and shipping information. You will be issued an RMA number for the return of the defective PCB.

LIMITED WARRANTY

ROMSTAR warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

- A. Printed Circuits Boards (60) Days (C.P.S. Chip)
- B. Electronic Components (30) Days
- C. Television Monitors (30) Days

No other parts of products are warrantied.

Warranty periods are effective from the initial date of shipment from ROMSTAR to its authorized distributors.

This warranty does not apply to any parts damaged during shipping or handling, or due to improper installation or usage or alteration. In no event shall ROMSTAR be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of ROMSTAR products.

Terms for Advance Exchanges are NET 15. If the defective PCB is not returned within 30 days, no additional Advance Exchanges will be issued until the offending PCB is returned or the invoice is paid in full. If the PCB is not returned until after 90 days, the warranty will be voided and the customer will be liable for all repair charges. Each transaction not more than one set PCB.

It is our goal to constantly improve and better our services to you. Your Cooperation with the above stated policies will help us greatly to reach this goal. If you have any comments or questions, please telephone our Customer Service Department. We will make every attempt to tailor our services accordingly.

* Each customer cannot withhold Advance Exchange more than two set PCB at the same time and same item.

Installing Your



New Game Package

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NEW GAME PACKAGE CONTENTS

1 Main Printed Circuit Board (PCB)	1 Marquee
1 Monitor Bezel	1 Control Panel Overlay
1 Set Legs, Bolts, & Spacers	1 Control Panel Plex
1 Set of Wire Harness	1 Metal Control Panel (optional)
3 Eight-Way Joystick	1 Set Function Labels
9 Player Button Assemblies	1 Installation Manual

NOTE: Replacement accessories available through your exclusive **ROMSTAR** distributor.

ROMSTAR™ inc.

Invites You To Use

OUR PHONE OR FAX NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER ROMSTAR GAME YOU NOW HAVE ON LOCATION.

CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.

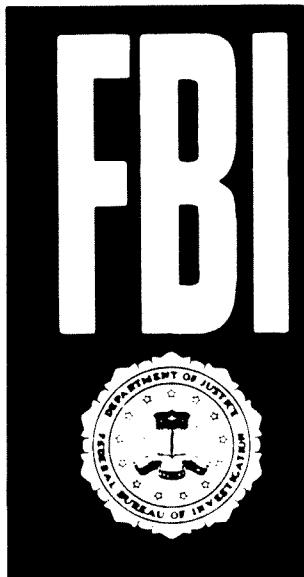
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WARNING

Federal law provides severe civil and criminal penalties for the unauthorized reproduction, distribution, or exhibition of copyrighted audiovisual works and video games.

The Federal Bureau of Investigation investigates allegations of criminal copyright infringement.

BEFORE YOU GET STARTED . . . S T O P !

1. Does your **new game** package include all listed parts? (Is it complete?)
2. Is the game you have chosen to transform able to supply all the required voltages for the **new game**?

Note: Some games, (i.e., Ms. Pac Man, Galaxian, etc.) regulate their voltages on the main P.C.B. This makes the existing power supply inefficient. These games will require a change in power supply for your **new game**. Many game supply houses can offer you a switching regulated power supply for a relatively low cost.

3. Is the monitor configuration compatible? In most games it is rather difficult to change the monitor from a vertical mount to a horizontal mount. We recommend you choose a game cabinet with the same mount as your **new game** requires.
4. Do you have the necessary tools? (See the recommended tool list)

CAUTION

F.C.C. Regulation Compliance

Operation of this equipment in a residential area is likely to cause interference in which case, the user at his own expense, will be required to take whatever measures may be required to correct the interference.

RECOMMENDED TOOLS AND SUPPLIES

ROMSTAR new game package.	Painting Supplies (if you do your own painting).
Phillips and Slot Screwdrivers.	Paint Brush and Paint (don't forget the primer).
Socket Set.	Paint Roller and Pan.
Enthusiastic Attitude.	Sand Paper.
Wire Cutters and Strippers.	Putty Knife and Wood Putty.
Pliers or Channel Locks.	A Good Night's Sleep.
Planning and Careful Thought.	Staple Gun and Staples.
Electric Drill.	Soldering Iron and 60/40 Resin Core .
3/32" • 7/16" Drill Bits.	Solder.
1/4" Plex Bit.	Vacuum Cleaner.
1-3/16" Chassis or Sheet Metal Punch.	Assorted Fastening Hardware.
1-1/4" Plex Hole Saw.	Shrink Tubing: 3/32" • 1/8" • 3/16".
Glass of Water and a Snack.	Masking Tape.
Small File.	3-1/2" or 4" Wire Ties.
Razor Knife and Sharp Blades.	Spray Window Cleaner and Rags.
Straight Edge.	(baby diapers work GREAT!)
Patience.	
Common Sense.	
Jigsaw for Metal Cutting.	

DIP SWITCH TABLES

Optimize Your Profits

Thorough research shows that two and a half minute games both satisfy players and also keep the quarters flowing.

If games aren't running about two and a half minutes long, then collections probably aren't at their peak. You'll want to tailor your game to your location. The trick is to adjust a few DIP switches. (See the chart in this book.) It's easy!

INSTALLATION PROCEDURES

Something To Think About

Your final product will be a **new game**.

You have made a wise decision to transform a game that has seen better days in the all important cash box into a **new game**. This is by far the most cost effective alternative to maximize the return of your initial investment. All you provide is the cabinet with a power supply and a monitor. Oh yes, you will need a touch of elbow grease. And that's it! We provide the rest. The end result is . . . a **new game** at a very low cost.

FACT: Spend a little time on the cabinet's appearance (i.e., marquee, control panel and cabinet graphics). With a little paint, some wood putty and new lights, you will raise the profits of any game . . . especially with the introduction of a **new game** package.

The **new game** look should always apply to the inside of your game as well as the outside. A few wire ties and shrink tubing on your harness; some fastening hardware on your subassemblies and a sweep with the ol' vacuum cleaner will ensure that unnecessary *glitches* do not occur.

REMEMBER: You are creating a **new game**.

If you have any questions or just need some advice on any of your **new game** transformations, don't hesitate in giving a member of our technical staff a call.

LET'S GET OUR HANDS DIRTY

Preparing The Original Game For The New Game.

1. Main logic board(s)	4. Monitor Bezel
2. Control panel	5. Marquee
3. Monitor plexiglass	6. Graphics

I would recommend painting your cabinet to give it a fresh new look. You may consider having an auto body shop take care of your painting needs.

If your cabinet has wood grain sides; remove old graphics and adhesive (adhesive may be removed with **lacquer** thinner).

If you intend to use your original plexiglass, be sure it is in mint condition or it should be replaced.

Thoroughly clean out your cabinet.

TIME TO INSTALL YOUR NEW GOODIES

Before You Start . . . Remember DO NOT DO THIS WORK WITH THE POWER ON!

Logic P.C.B.

Mount the logic board securely (away from power supply).

- A. Mark and drill pilot holes (3.32").
- B. Install the P.C.B. into cabinet. Use feet and spacers supplied and adjust them so that the screws will go through the holes in the cabinet.

Wire Harness

Attach the wire harness connector to the main logic board. **CAUTION:** Sometimes the connector is not keyed and it is very easy to install it reversed on the logic board. Even if it is keyed, always **triple check** to be sure the wire inputs were connected correctly to the connector and the connector to the logic board.

Connecting The Wire Harness To The Existing Wires

When you hook up the control panel, power supply, monitor or other subassemblies that remain in the game cabinet to your new wire harness, try and use their existing secondary connectors.

1. Cut the original wire approximately three inches from the original connector.
2. Strip off about one half inch of insulation.
3. Solder the new wire designated for that position to the original wire you just stripped.

WARNING:0 DO NOT JUST TIE THE WIRES TOGETHER. THIS CAN CAUSE NAGGING INTERMITTENT PROBLEMS THROUGH LOOSE CONNECTIONS OR OXIDATION OR BOTH. **Always take the time to do it right.**

3. **Melt shrink tubing around all your in-line wire connections. Do not use electrical tape. Tape could unravel over a period of time due to the cabinet heat and cause you a great deal of trouble.**
4. **Use wire tie wraps, and secure the cable to the cabinet whenever it seems necessary. Remember this is a new game, not a sloppy conversion.**

Power Wires

1. Connect the wires that are designated for your power supply. You will need a supply of +5V, +12V & ground. Your **new game** package may not require all of the voltages that were used in the original game. Tie off any unused wires.
2. You will notice that you probably have more than one wire for each voltage. It is a good idea to use all wires supplied (double up if it is necessary). This will help to ensure that you don't overload the edge connector pins and cause them to "burn".

Monitor Wires.

You will be connecting the wires designated for the RED, GREEN & BLUE video guns along with the SYNC & GROUND wires.

NOTE: CONCERNING SYNC:

Your **new game** only calls for one sync wire connection, this is called **composite sync** (horizontal and vertical tied together). This composite sync is also **negative**. Most monitors have supply positions for both negative and positive sync. You can check your monitor manual or call our technical department for assistance.

Speaker Wires

Find the two wires that are designated for the speaker and hook 'em on up.

Coin Door Wires

1. Connect the designated wires to the coin switches and meter. (See tech tips)
2. You can connect your door lamps to the unused -5V power supply. Some games have separate power outputs for the coin door lamps.
3. Be sure to clean and lubricate your old coin mechanisms. Keep the money coming in.

GUESS WHAT?

You are almost done with the electrical connections of your **new game**. All you have left is the control panel wiring. But we are going to hold off on that for right now. We have a few other things we need to do first. So why don't you go ahead and get yourself a drink of water and stretch your legs. When you return, we can take a fresh look at your progress and then move forward.

SMOKE TEST

What Test!

Don't worry. All this means is that you are ready to apply power to the system for the first time and you pray that there will be no smoke from a simple oversight.

You are just about ready to power up the logic board. But first we need to recheck your work.

1. Carefully inspect the game for loose power wires, exposed connections and extra fastening hardware.
2. Make sure the logic board, monitor and power supply are securely fastened in place.
3. **Double Check** the connectors to be sure they are wired and connected properly.
4. Set the dip switches on the logic board to the factory recommendations. (REFER TO PAGE 5). Also, be sure you set the dip switches for "DEMO WITH SOUND". This will enable you to hear as well as see that your new P.C.B. is functional.

Time To Apply Power

1. Look and smell for smoke. (TURN OFF IMMEDIATELY IF ANY IS NOTICED).
2. Listen for game sounds.

If after one minute you have not heard any sounds:

- A) Check for proper dip switch settings.
- B) Adjust volume control and check speaker connections.
- C) Check the +12V power supply to the logic board.

NOTE: If you do get sounds, but they are a little fuzzy, switch the wires around on the speaker.

3. How is the monitor image?

A) Is the picture in sync?

If your picture has the top and bottom halves of the screen reversed and it will not stop rolling, change your sync polarity on the monitor - positive to negative (SEE TECH TIPS SECTION).

NOTES:

B) Now how's your picture?

- Is it centered?
- Is it too bright or dim?
- Is it in focus?

Check your monitor manual for these adjustments. If your screen looks "off", then your **new game** transformation may have been in vain. So let's take the time to make the monitor look great.

C) Is the picture upside-down?

Refer to your monitor manual - switch two horizontal yoke wires and then switch two vertical wires. (Pull the pins in the connector on the monitor P.C.B. to switch them.) or check Dip Switch Tables.

Control Panel Assembly

1. Remove the buttons, joysticks and wire harness and put them aside for now. Do not remove the original panel overlay until the new holes have been drilled.
2. Mark positions on the panel for the new holes.

ROMSTAR supplies a clear 1/8" thick piece of plexiglass with every **new game** package to cover the control panel. We feel that your **new game** investment is well worth protecting . . . and the control panel is the first place to show wear and tear.

- You will need to cut this piece to size. Use the control panel as a template.
- Use a razor knife to score the plexiglass **deeply**. Then use a pair of pliers to break away the extra plexiglass.

3. Now drill the holes in your panel that you have marked off for the *buttons, joystick and bolts*.

Hint: For best results, use a chassis or sheet metal punch for button holes.

4. Drill the same holes on your plexiglass panel protector. Once again use your panel as a template.

Hint: To avoid chipping while you are drilling the holes, place the plexiglass securely on a soft wood surface and use a plexiglass drill bit and hole cutter.

5. The holes are now all cut. Smooth them out on your panel and plexiglass with a fine toothed file.
6. Remove the original graphics overlay from the panel. Clean up the panel and install your **ROMSTAR** graphics.

Make It Easier: Peel the top half of the protective backing off of your graphics. Start from the center and smooth out your overlay. Make sure you have about an inch extra coming off the top. *No bubbles please*. Now peel off the bottom half and do the same as you did for the top.

7. Adhere the instruction and function labels.
8. Install the Plex Control Cover over your completed **new game** panel.

Note: Be sure to bolt the plexiglass securely to the panel.

9. Mount the joystick and the buttons to the panel and wire them up. (Use the existing Panel wiring if possible)

Marquee Installation

Using the original marquee as a template, Center your **new game** marquee graphics and score the new marquee deeply to fit the cabinet. Break off the excess with pliers.

Be sure the light behind the marquee works. Everything should **always work** on a new game.

Take your time . . . Don't forget this is going to be a **new game**.

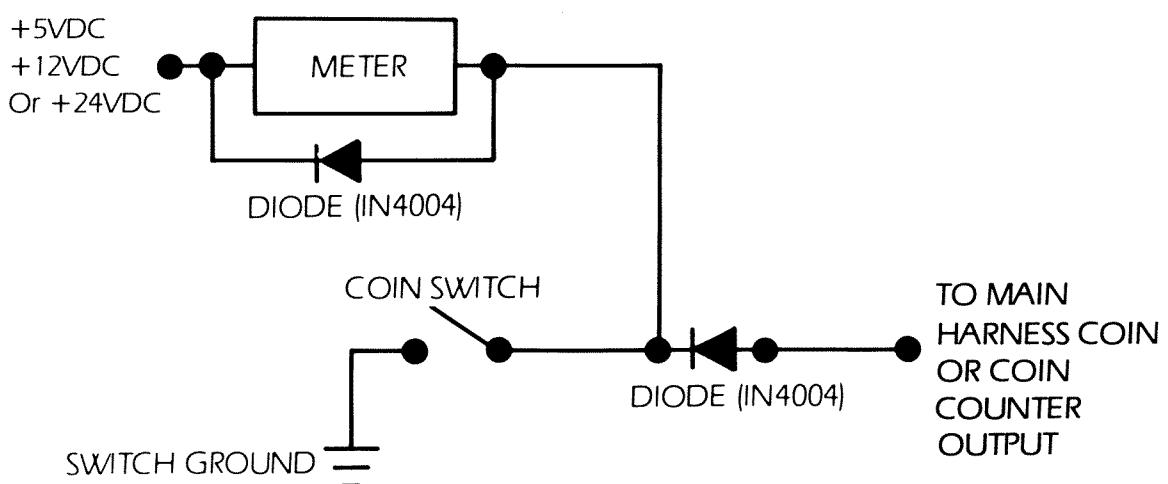
FINISHING TOUCHES

1. Check the game inside and out for any imperfections. Secure any loose wiring or fastening hardware.
2. Make sure the coin door is tight and the coin mechs are well adjusted. A game is no good to anybody if you can't get a coin into it.
3. Once again go over every step of this **new game** transformation in your mind. Be sure everything is correct and to your liking.
4. Power up the game.
 - A. Check all the coin switches. (Does the coin meter work?)
 - B. Play your **new game**.
 - Are all the player control working?
 - Are the game sounds present?
 - Is the volume level proper?
 - Are the dip switches set properly?

Well, that's about it. Good Luck.

Coin Meter Diagram

To attach a coin meter, use following diagram:



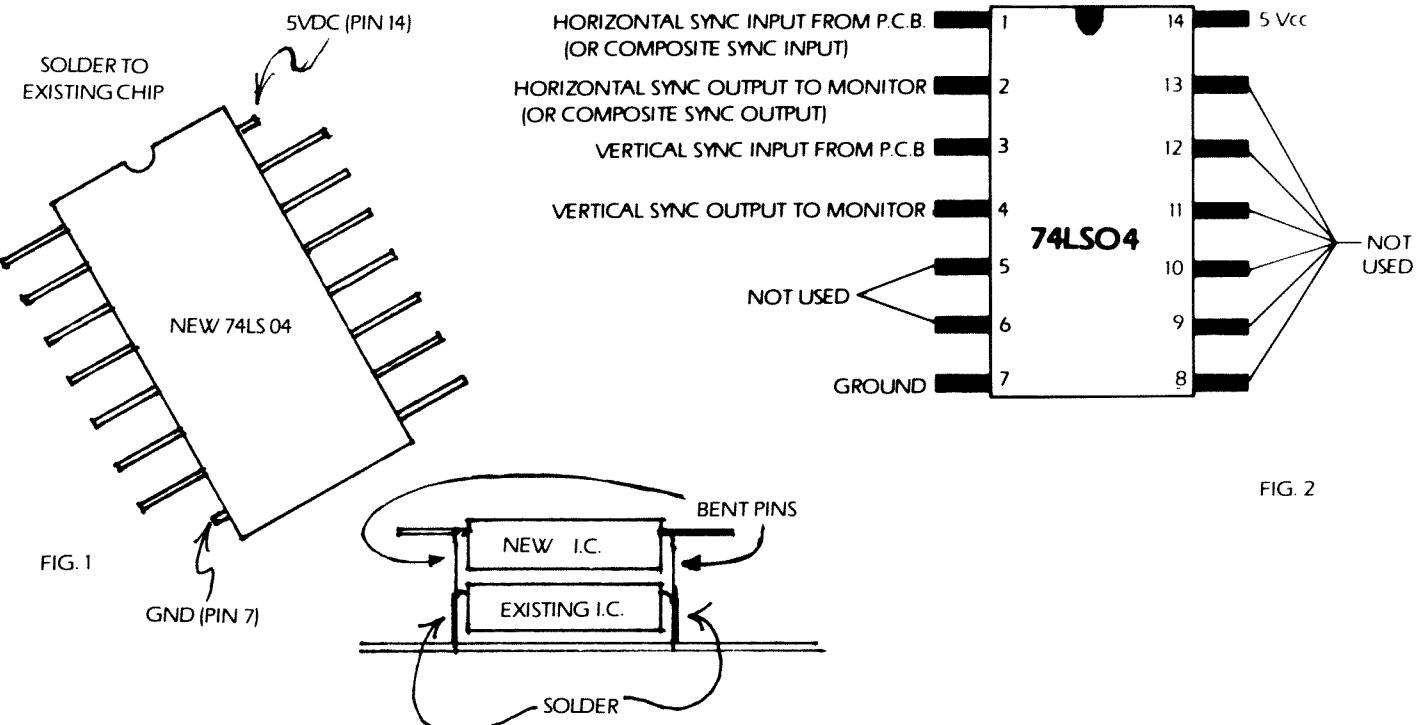
Star Tech Tips

We are grateful to Star Tech Journal for allowing us to publish the following excerpts from their journal.

1. MONITOR SYNC

If your monitor does not have dual polarity positions for sync, you may use one of the following methods to get your game going.

CURE 1: Install a simple one I.C. Circuit on your logic board. This I.C. may be "piggybacked" on to another 7404 series chip for power by bending up all but the two power pins so that they are parallel to the top surface of the new I.C. and then connecting the power pins only to the existing chip (SEE FIG. 1). Next connect the sync wires as shown in FIG. 2. (NOTE: Figure 2 shows a hookup for either **composite** or separate syncs.)



CURE 2: Used for Wells-Gardner Video-Sync boards with positive sync connections only. (Vertical mount board 85X140B.

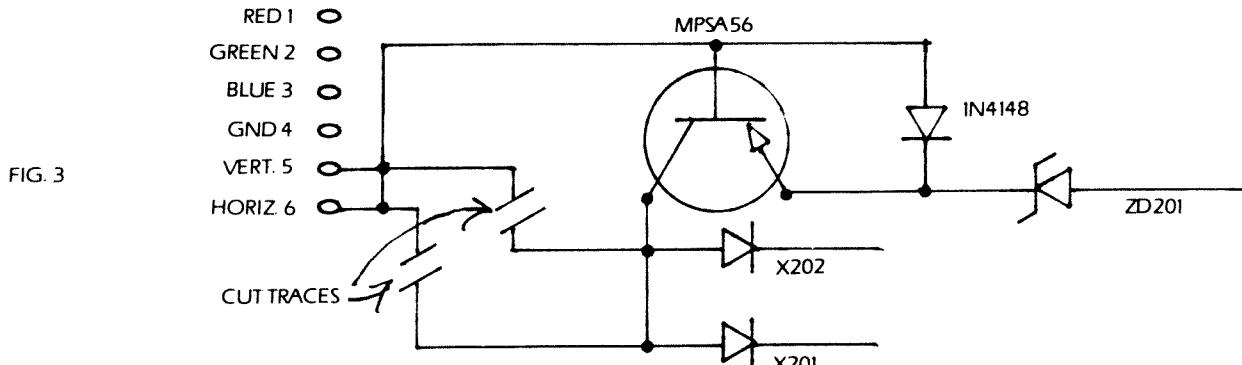
Cut the traces on the solder side of the board between input pins 5 & 6 to the unbanded (anode) ends of diodes X201 & X202.

Add MPSA56 transistor as follows:

Collector to anode leads of diodes X201 & X202. Base to pins 5 & 6 of the video input connector.

Emitter to cathode (banded) lead of zener diode ZD201.

Insert a 1N4148 diode-cathode to the emitter of the MPSA56 and anode to the base. (SEE FIG. 3).

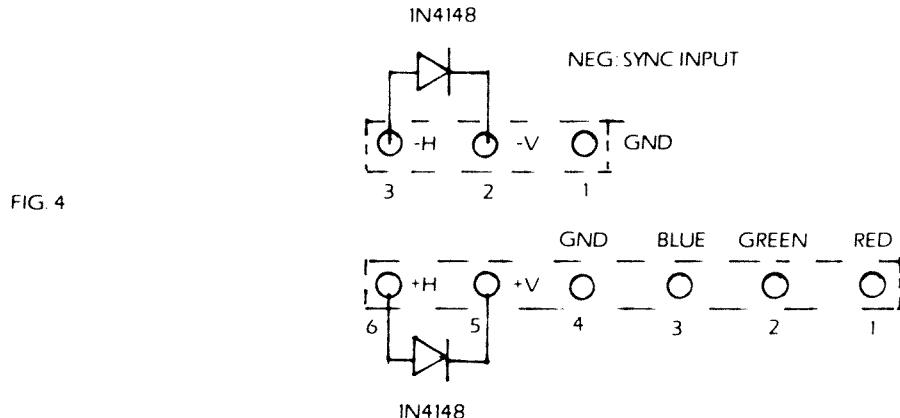


2. Horizontal Tearing

CAUSE: The negative sync signal of most logic sets are slightly different than the GO7-CBO monitor negative sync inputs. The result of this mismatch is a horizontal "wave" or "curl".

CURE 1: On the monitor deflection board, replace C303 with a 10uf 25V radial lead capacitor with the positive lead towards the collector of X305. (CAUTION: be sure to check this step as the original cap is not polarized). Then replace C501 with the cap removed from the C303 location.

CURE 2: Connect IN4148 fast-switching diodes across both the positive and negative sync inputs to the monitor. (SEE FIG. 4) NOTE: Both diodes must be installed or you will not have vertical stability.



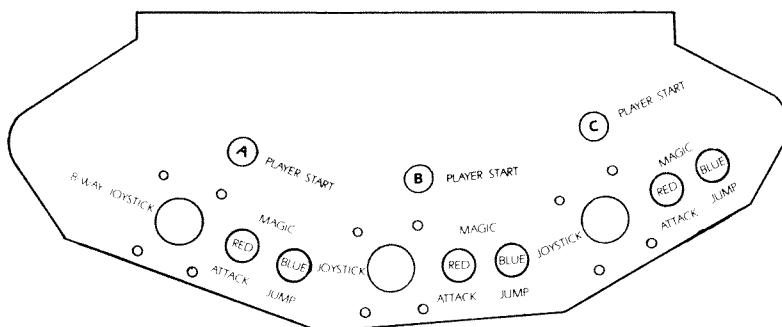
CURE 3: Join negative sync inputs J2 and J3 together with a jumper. Locate W102 and install a jumper from W102 to either J2 or J3.

CURE 3: For Wells-Gardner K4600 series monitors.

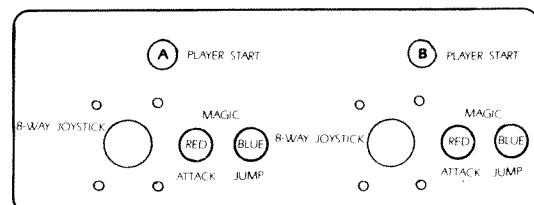
Replace C356 (47uf 25V) on the Horizontal/Vertical board (vertically mounted board nearest the flyback transformer) and center the horizontal hold pot. Turn L351 for the best horizontal stability and fine-tune with the horizontal width pot.

CONTROL PANEL POSITIONING

3 PLAYERS



2 PLAYERS



Control Panel Positions

DIP SWITCH TABLES

Optimize Your Profits

Thorough research shows that two and a half minute games both satisfy players and also keep the quarters flowing.

If games aren't running about two and a half minutes long, then collections probably aren't at their peak. You'll want to tailor your game to your location. The trick is to adjust a few DIP switches. (See the chart in this book). It's easy!

DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	OFF	ON	ON					
	4 COINS 1 CREDIT	ON	ON	ON					
COIN SELECTOR	3 COINS				OFF				
	1 COIN				* ON				
3 P MODE	3 PLAYERS					* OFF			
	2 PLAYERS					ON			
CONTINUE COIN	NORMAL						OFF		
	CONTINUE						ON		

* If Continue Coin Mode Is On Game Starts With 2 Coins And Continues With 1 Coin.
3 Coin Mode and 2 Players Mode May Not Be Used Together.

DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL	EASY	OFF	OFF	OFF					
	NORMAL	ON	OFF	OFF					
	DIFFICULT	OFF	ON	OFF					
		ON	ON	OFF					
		OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ON					
		ON	ON	ON					

* Boldface Indicates Factory Setting.

* Difficulty Level Is Set To Normal At The Time Of Delivery.

DIP SW (C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
FREE PLAY	NOT FREE PLAY			OFF					
	FREE PLAY			ON					
SCREEN STOP	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
SOUND DURING DEMONSTRATION MODE	OFF						OFF		
	ON						ON		
CONTINUE MODE	OFF							OFF	
	ON							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

* Boldface Indicates Factory Setting

* Power Down After Changing DIP Switches

* Make Sure The Power Is Off Before Changing DIP Switches

SETTING EXPLANATION

PCB CONNECTOR

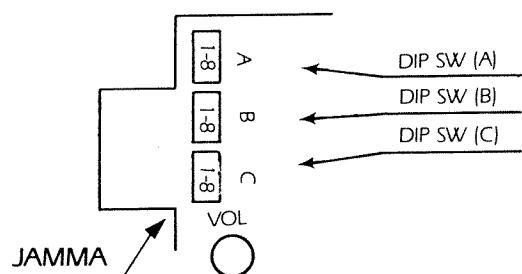
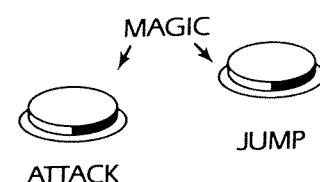
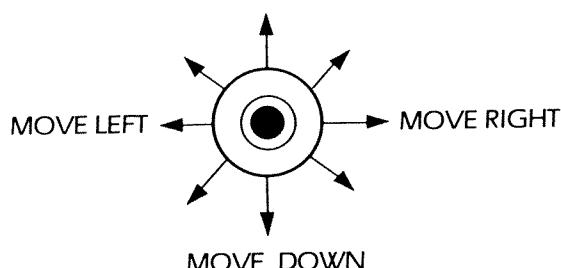
JAMMA STANDARD

CRT MONITOR

HORIZONTAL SCREEN

CONTROL PANEL

MOVE UP



SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2. (COIN LOCKOUT 2)	J	8	COIN COUNTER 1
	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
2P	b	24	1P
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

JAMMA CA.BLU

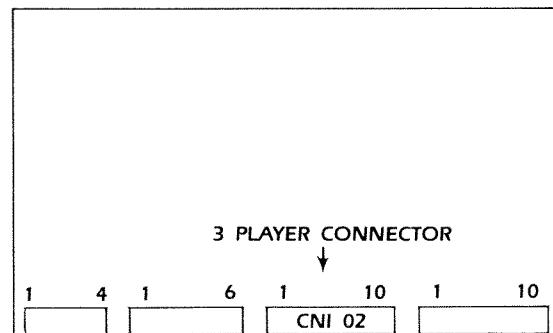
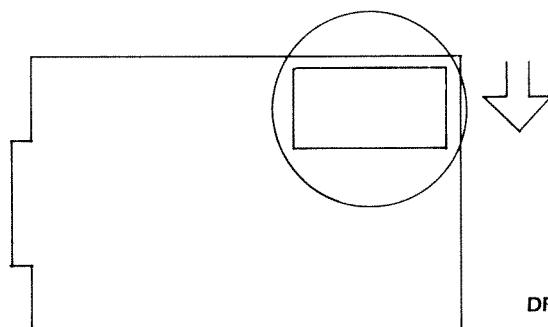
Wire Color	Solder Side		Parts Side		Wire Color
Black	Ground	A	1	Ground	Black
Black	Ground	B	2	Ground	Black
Red	+5VDC	C	3	+5VDC	Red
Red	+5VDC	D	4	+5VDC	Red
White		E	5		White
Yellow	+12VDC	F	6	+12VDC	Yellow
	Post	H	7	Post	
Brown	Coin Counter 2	J	8	Coin Counter 1	Brown
Red	Coin Lockout	K	9	Coin Lockout	Red
Black	Speaker (-)	L	10	Speaker (+)	White
Blue	N/A	M	11	N/A	Blue
Green	Video Green	N	12	Video Red	Red
Gray	Video Sync (Comp/Neg)	P	13	Video Blue	Blue
Red	N/A	R	14	Video Ground	Black
Brown	N/A	S	15	N/A	Brown
White	SRVC Switch	T	16	Coin	White
Gray	2P Start	U	17	1P Start	Gray
Violet	2P Up	V	18	1P Up	Violet
Blue	2P Down	W	19	1P Down	Blue
Green	2P Left	X	20	1P Left	Green
Yellow	2P Right	Y	21	1P Right	Yellow
Orange	2P ATTACK	Z	22	1P ATTACK	Orange
Red	2P JUMP	a	23	1P JUMP	Red
Brown		b	24		Brown
Blue	N/A	c	25	N/A	Blue
Blue	N/A	d	26	N/A	Blue
Black	Ground	e	27	Ground	Black
Black	Ground	f	28	Ground	Black

Wire color/Stripe color

HOW TO CONNECT THE ATTACHED HARNESS LINES

THIRD PLAY CONTROLLER INPUT

10 PIN	
GND	1 BLACK
GND	2 BLACK
3P RIGHT	3 PURPLE
3P LEFT	4 GRAY
3P DOWN	5 WHITE
3P UP	6 BROWN
3P PUSH 1	7 ORANGE
3P PUSH 2	8 GREEN
(COIN SW)	9 BLUE
START SW	10 PURPLE



CHECKPOINTS IN CASE OF DIFFICULTY PROBLEM / CAUSE-CURE

No Raster/No Video

- Check A.C. line cord
- Check line fuse
- Check monitor brightness
- Check power switch and/or interlock switch
- Check all solder connections on line filter and transformer
- Check for proper orientation of the PCB connector

Raster/No Video

- Check all PCB to monitor connections
- Check power supply voltage on PCB

No Video/Game sounds can be heard

- Check monitor brightness.
- Check all PCB to monitor connections

Wrong colors

- Monitor needs degaussing
- Check for proper wiring between PCB and monitor
- Check monitor adjustment and adjust if necessary

Wavy picture

- Check monitor ground is properly connected to monitor
- Be certain sync inputs are properly connected to monitor
- Check horizontal hold adjustment

Horizontal/Vertical Roll

- Check horizontal and/or vertical hold adjustments
- Check for proper wiring of sync from PCB to monitor

No sound

- Check for -5 volts on edge connector of PCB
- Check volume control potentiometer adjustment
- Check for +12 volts on edge connector of PCB
- Check wiring from PCB to speaker
- Check speaker for low resistance between the "+" and "-" tabs

Bad sound

- Check wiring to speaker for bad solder connections
- Check sound with another speaker

No switch input

- Check ground connection to switch/es
- Check wiring between PCB and switch/es for proper connection
- Check switch/es with an ohmmeter to verify proper operation

Switch operates incorrect function

- Check wiring between PCB and switches for proper orientation
- Check wiring for shorts between switch inputs

No coin meter

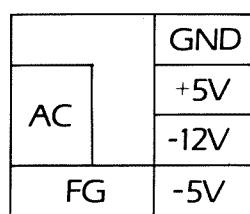
- Check wiring to coin meter
- Check that +5 volts is on "+" side of meter
- Verify a +5 volt meter is used

When coin switch is made and meter pulses, the screen blanks out and/or game resets

- Verify that a meter with a diode is used
- If no diode is built in meter a IN4004 can be used across the meter.
Cathode to "+" side of meter and anode to "-" side of meter

JAMMA 56 PIN WIRING DIAGRAM

POWER SUPPLY



PARTS SIDE

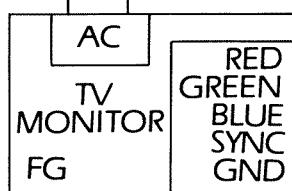
SOLDER SIDE

1	GND
2	A
3	GND
4	B
5	GND
6	C
7	+ 5V
8	+ 5V
9	+ 5V
10	D
11	+ 5V
12	E
13	- 5V
14	F
15	- 5V
16	GND
17	H
18	J
19	K
20	L
21	M
22	N
23	O
24	P
25	Q
26	R
27	S
28	T

COUNTER 1
COUNTER 2

8 OHMS

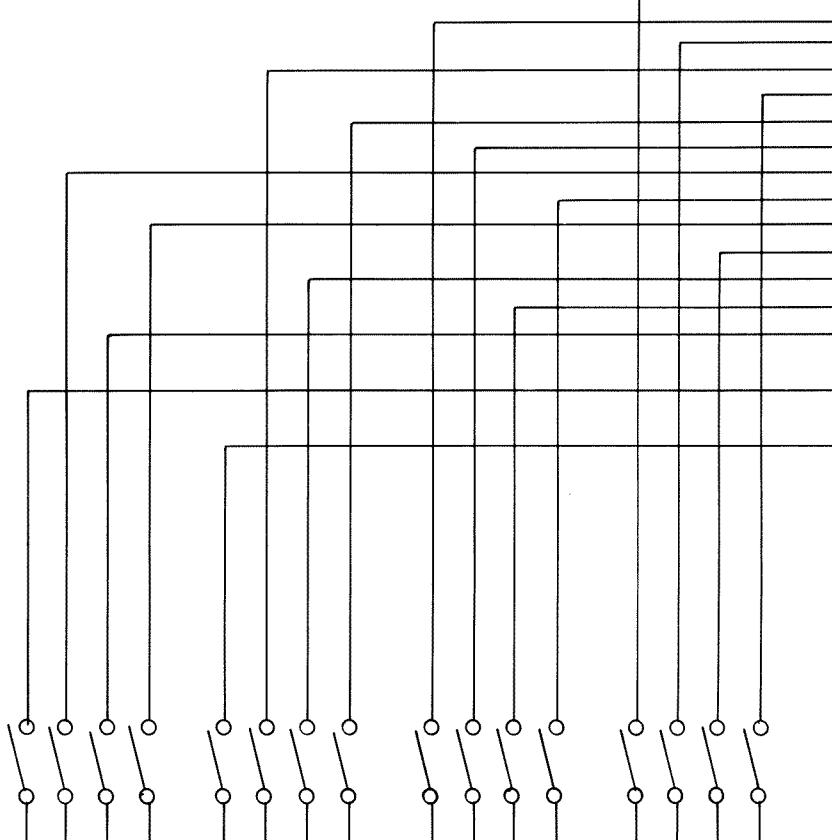
+
SPEAKER (+)
- SPECTER (-)



VIDEO GND
VIDEO RED
VIDEO GREEN
VIDEO BLUE
VIDEO SYNC
SERVICE
TEST

COIN 1
COIN 2
1P START
2P START
1P UP
2P UP
1P DOWN
2P DOWN
1P LEFT
2P LEFT
1P RIGHT
2P RIGHT
1P ATTACK
2P ATTACK
1P JUMP
2P JUMP

GND
GND
GND
GND



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